

# Resume Jan Barth

## Experience:

10/2015 - Now:

### **Senior Interaction Designer at Ziba Design in Portland, OR**

As a Sr. Interaction Designer my responsibilities include to oversee and lead the design process of projects, mentoring junior designers and work in close collaboration with clients and development partners to ensure projects meet technical and business requirements as well as user needs and expectations.

10/2013 - 10/2015:

### **Interaction Designer at Ziba Design in Portland, OR**

Working on a wide range of projects including a mobile banking app, a mobile game, user interfaces for a media tablet as well as a wearable technology enabled wrist band, and design languages for several HVAC management applications.

Responsibilities included: Conducting user research, defining information architecture, defining user flows as wireframes, creating visual design comps, producing UI motion studies and prototyping design concepts.

06/2013 - 09/2013:

### **Junior Interaction Designer at Ziba Munich**

As part of their Interaction Design team I worked on a smartphone app for a wearable technology enabled insole for runners and produced interface animations for a product video of a battery powered Smart-Bike.

05/2012 - 05/2013:

### **Junior Interaction Designer at Ziba Design in Portland, OR**

Working on a wide variety of projects ranging from defining user flows for a video on demand application to visual design updates for an internet radio service and participating in user research sessions.

09/2010 - 03/2011:

### **Internship at LiFT Studios in Vancouver, BC**

Responsible for concept development, Information Architecture, designing Mockups and being a contact person for the developer and client during the development phase.

02/2010 - 09/2010:

### **Freelancer at Zoodesign**

Designing websites, brochures, packaging and developing interactive features for websites.

02/2008 - 08/2008:

### **Internship at Zoodesign**

First professional experiences in Graphic Design for print media, 2d and 3d animations as well as Web Design.

## **Publications:**

Spring 2013:

### **Prototyping Interfaces - Interactive Sketches with vvv**

Publisher: Verlag Hermann Schmidt, Mainz

A book about prototyping user interfaces, featuring interviews and tutorials for programming with the visual programming language vvv with many different technologies like gesture recognition, multitouch and Arduino Boards.

## **Education:**

10/2008 - 02/2012:

Studying Interaction Design at the University of Applied Sciences Schwäbisch Gmünd.

Graduated with a Bachelor of Arts Degree in Interaction Design.

10/2006 - 07/2007:

Technical college degree (Fachhochschulreife)

09/2003 - 07/2006:

Apprenticeship for jewelry design

## **Awards:**

11/2011:

2nd place at the World Usability Day in Mannheim for PenCon

2012:

Output Award and Annual Multimedia Award for Prototyping Interfaces - Interactive Sketches with vvv